Dungeons & Dragons

Miniatures Game

AGE 12+

Good

❑	1/60	Dragonborn Paladin of Bahamut	★
❑	2/60	Kuyutha, Exarch of Bahamut	★
❑	3/60	Halfling Archer	◆

Evil

❑	4/60	Mezzodemon	◆
❑	5/60	Grinning Imp	◆
❑	6/60	Infernal Armor	●
❑	7/60	Rakshasa Assassin	★
❑	8/60	Tiefling Cleric of Asmodeus	◆
❑	9/60	Vicious Bearded Devil	★
❑	10/60	Deathgrasp Sarcophagus	◆
❑	11/60	Drow Adventurer	◆
❑	12/60	Drow Demonbinder	★
❑	13/60	Lolthbound Goblin	●
❑	14/60	Runespiral Demon	●
❑	15/60	Shardsoul Slayer	◆
❑	16/60	Solamith	★
❑	17/60	Soulrider Devil	◆
❑	18/60	Deathlock Wight	●
❑	19/60	Draegloth Favored One	★
❑	20/60	Drow Assassin	●
❑	21/60	Shadow Flayer	★
❑	22/60	Spiderbound Drow Warrior	◆
❑	23/60	Thoon Hulk	★
❑	24/60	Black Dragon Lurker	★
❑	25/60	Concord Illithid	★
❑	26/60	Phaseweb Spider	◆
❑	27/60	Skull Lord	★
❑	28/60	Gnoll Demon Adept	◆
❑	29/60	Yuan-Ti Malison Incanter	★

Unaligned

❑	30/60	Ogre Pulverizer	◆
❑	31/60	Stormrage Blue Dragon	★
❑	32/60	Bugbear Strangler	◆
❑	33/60	Bugbear Warrior	◆
❑	34/60	Human Bandit	●
❑	35/60	Spiretop Drake	◆
❑	36/60	Scythejaw	◆
❑	37/60	Autumn Wind Ranger	★
❑	38/60	Blood Slaad	★
❑	39/60	Brutal Ogre Warhulk	★
❑	40/60	Curse Slaad	★
❑	41/60	Cyclops Hewer	★
❑	42/60	Ettin Spirit-Talker	★
❑	43/60	Minotaur Warrior	★
❑	44/60	Sharn Redcloak	●
❑	45/60	Warforged Battle Champion	◆
❑	46/60	Corruption Corpse	◆
❑	47/60	Hobgoblin Warcaster	●
❑	48/60	Guard Drake	●
❑	49/60	Quickling Runner	◆
❑	50/60	Kruthik Hive Lord	◆
❑	51/60	Troglodyte Brute	●
❑	52/60	Troglodyte Curse Chanter	◆
❑	53/60	Crazed Kuo-Toa	●
❑	54/60	Deathcap	◆
❑	55/60	Kruthik Adult	●
❑	56/60	Stirge Drone	◆
❑	57/60	Web Golem	★
❑	58/60	Dire Bear Mauler	◆
❑	59/60	Girallon	★
❑	60/60	Iron Dragon Prowler	★

There are three levels of collectability:
● = Common; ◆ = Uncommon; ★ = Rare.

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Demonweb™ Set Checklist

Rules Notes

New rules and clarifications that directly affect the *Demonweb*™ set are summarized here, in addition to rules introduced in the *Against the Giants*™ set. This set also introduces a new condition, Dominate, which is defined here.

Blindsight and Tremorsense: These abilities allow a creature to ignore Conceal abilities, and to detect creatures that are invisible. However, intervening walls still don't allow the creature to "see" those enemies.

Dominate: The affected creature cannot use special powers, take immediate actions, or make opportunity attacks. When the dominated creature is activated by its player, the opponent gains control of it and takes actions as if it were part of his or her own warband. On the dominated creature's turn, the only attack actions it can take are basic attacks.

Followups: Followup attacks automatically occur after the related attack power hits a target and is resolved. The target of the Followup is always the same creature that was hit by the primary attack, and the attack cannot be redirected to a different target (even through use of Bodyguard or other effects that change an attack's target).

Limited Followup: Some special powers (such as the Mezzoloth's Skewering Tines) act as Followups to specified attacks but have limited use, indicated by check boxes. These do not automatically occur after the primary attack; the creature's controller decides whether or not to use that special power after the primary attack hits and is resolved.

Object: This set introduces Object as a keyword. Objects are not living creatures, cannot score victory points for occupying victory areas, and are immune to attacks that target DEF (Will).

Power Keywords: Some abilities have keywords in parentheses. Creatures immune to effects including that keyword are not affected by those abilities. For example, the Awesome Presence special power of the Angel of Retribution (*Against the Giants*™ 40/60) contains the Fear keyword, so creatures that have Immune Fear are not affected by that power.

Redirect: Some creatures' special powers (such as the Bugbear Strangler's Body Shield) let them redirect a specified attack or power, changing the original target to a specified new target. You must decide whether to redirect an attack after the initial target has been declared but before the attack roll is made.

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Specific Creature Clarifications

Dragonborn Paladin of Bahamut (1/60): This creature's first listed Champion power allows it to switch positions with an adjacent ally. Both creatures' new positions must be legal. If no legal position exists for both creatures after the switch, this Champion power cannot be used.

Halfling Archer (3/60): When using this creature's Skirmish Shot attack, determine which enemy is nearest after movement is completed.

Deathgrasp Sarcophagus (10/60): An Entombed target is still subject to ongoing effects and conditions, and it still makes saving throws at the end of its turn.

Solamith (16/60): When this creature uses Soulfire, it takes only 5 Damage, regardless of how many targets it attacks or hits. It can take extra damage to increase the radius of the attack even if doing so would destroy it. This creature takes damage from Soulfire after the attacks are resolved.

Thoon Hulk (23/60): This creature can use Defense Overdrive even if doing so would destroy it. The basic attack granted by Defense Overdrive is resolved before damage is applied to this creature (including damage from the triggering attack).

Skull Lord (27/60): This creature's Champion power allows it to transfer hit points between Undead allies. To do so, reduce one Undead ally's HP by the stated amount and increase the other's by the same amount. This power can reduce a creature's HP total to 0, but it can't take or give more hit points than the creature currently has. This transfer takes place after the target creature takes the damage that would reduce it to 0 HP, but before that creature is eliminated.

Brutal Ogre Warhulk (39/60) and Web Golem (57/60): When these creatures move through enemies, they must still end their movement in a legal position. Opportunity attacks are provoked normally by this movement.

Ettin Spirit-Talker (42/60): To recharge Spirit Call, this creature must use one of its activations for the round. It can do nothing else during this activation but recharge the attack action. It is still subject to effects that occur at the start or end of its turn. (Each activation counts as a turn.)

Deathcap (54/60): This creature's Stationary ability makes it immune to effects that push, pull, or slide it, and to effects that place it in a new position.